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1 [ABC: a hypermedia system for artifact-based collaboration](#)



John B. Smith, F. Donelson Smith

September 1991 **Proceedings of the third annual ACM conference on Hypertext
HYPERTEXT '91**

Publisher: ACM Press

Full text available: [pdf\(947.25 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

2 [Untangling the World-Wide Web](#)



Liam Relihan, Tony Cahill, Michael G. Hinchey

October 1994 **Proceedings of the 12th annual international conference on Systems
documentation: technical communications at the great divide SIGDOC
'94**

Publisher: ACM Press

Full text available: [pdf\(1.04 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

3 [Architecture of the artifact-based collaboration system matrix](#)



K. Jeffay, J. K. Lin, J. Menges, F. D Smith, J. B. Smith

December 1992 **Proceedings of the 1992 ACM conference on Computer-supported
cooperative work CSCW '92**

Publisher: ACM Press

Full text available: [pdf\(1.06 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

4 [Entering the world-wide web: a guide to cyberspace](#)



Kevin Hughes

March 1994 **ACM SIGWEB Newsletter**, Volume 3 Issue 1

Publisher: ACM Press

Full text available: [pdf\(648.76 KB\)](#) Additional Information: [full citation](#), [index terms](#)

5 Embedded video in hypermedia documents: supporting integration and adaptive control



Dick C. A. Bulterman

October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4

Publisher: ACM Press

Full text available: pdf(2.41 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As the availability of digital video becomes commonplace, a shift in application focus will occur from merely accessing video as an independent data stream to embedding video with other multimedia data types into coordinated hypermedia presentations. The migration to embedded video will present new demands on application and support environments: processing of any one piece of video data will depend on how that data relates to other data streams active with ...

Keywords: adaptive control, embedded video, hypermedia documents, multimedia, synchronization, video presentation

6 WWW based structuring of codesigns



P. G. Plöger, J. Wilberg, M. Langevin, R. Composano

September 1995 **Proceedings of the 8th international symposium on System synthesis ISSS '95**

Publisher: ACM Press

Full text available: pdf(142.44 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
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Abstract: This paper describes a codesign environment based on the WWW (World Wide Web) and its implementation. Tool invocations and their respective results are linked using hypertext documents. We show how to configure a WWW browser for spawning design tools and how frequent tasks like documentation generation and retrieval are facilitated. The design flow can be adopted to the given application very easily. In addition we introduce the concept of a work flow called 'design by documentation'. ...

Keywords: WWW based structuring, WWW browser, World Wide Web, codesigns, design by documentation, documentation generation, hypermedia, hypertext documents, information networks, systems analysis

7 CMIFed: a transportable hypermedia authoring system



Lynda Hardman, Guido van Rossum, Jack Jansen, Sjoerd Mullender

October 1994 **Proceedings of the second ACM international conference on Multimedia MULTIMEDIA '94**

Publisher: ACM Press

Full text available: pdf(1.93 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

8 Internetwork infrastructure requirements for virtual environments



Donald P. Brutzman, Michael R. Macedonia, Michael J. Zyda

January 1995 **Proceedings of the first symposium on Virtual reality modeling language VRML '95**

Publisher: ACM Press

Full text available: pdf(1.12 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

9 Mosaic-surfing at home and abroad



Sarah Baker

October 1994 **Proceedings of the 22nd annual ACM SIGUCCS conference on User services SIGUCCS '94**

Publisher: ACM Press

Full text available: pdf(560.97 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

10 HyperWeb: a framework for hypermedia-based environments



James C. Ferrans, David W. Hurst, Michael A. Sennett, Burton M. Covnot, Wenguang Ji, Peter Kajka, Wei Ouyang

November 1992 **ACM SIGSOFT Software Engineering Notes , Proceedings of the fifth ACM SIGSOFT symposium on Software development environments SDE 5**, Volume 17 Issue 5

Publisher: ACM Press

Full text available: pdf(1.09 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Software productivity and quality will increase as we improve our model of software and develop tools to support that model. Development environments must take into account that software is more than source; that it is more than text; and that it forms a highly interconnected web of information. Because more time is spent understanding and maintaining software than creating it, environments should strongly support browsing and reading. Finally, environments must be easy to customize. ...

11 The case for persistent-connection HTTP



Jeffrey C. Mogul

October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication SIGCOMM '95**, Volume 25 Issue 4

Publisher: ACM Press

Full text available: pdf(1.68 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The success of the World-Wide Web is largely due to the simplicity, hence ease of implementation, of the Hypertext Transfer Protocol (HTTP). HTTP, however, makes inefficient use of network and server resources, and adds unnecessary latencies, by creating a new TCP connection for each request. Modifications to HTTP have been proposed that would transport multiple requests over each TCP connection. These modifications have led to debate over their actual impact on users, on servers, and on the net ...

12 Harmony...on an expanding net



Barry Fenn, Hermann Maurer

October 1994 **interactions**, Volume 1 Issue 4

Publisher: ACM Press

Full text available: pdf(1.36 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

13 CoVer: a contextual version server for hypertext applications



Anja Haake

December 1993 **Proceedings of the ACM conference on Hypertext ECHT '92**

Publisher: ACM Press

Full text available: pdf(1.76 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

14 Competitive advantage on the World Wide Web: a webmaster's guide



Merrill E. Warkentin

October 1995 **ACM SIGAPP Applied Computing Review**, Volume 3 Issue 2

Publisher: ACM Press

Full text available: pdf(779.01 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

As the importance of the World Wide Web continues to grow, firms are seeking innovative ways to leverage the technology for competitive advantage. Firms are implementing web-based systems for internal and external information dissemination and for digital interactivity, including commerce. This paper highlights some of these uses of the web and addresses managerial and technical considerations when initiating a web site project, both on the server side and client side of the web. The focus is on ...

Keywords: digital commerce, internet security, intranet, web design, web server

15 VRweb: a multi-system VRML viewer



Michael Pichler, Gerbert Orasche, Keith Andrews, Ed Grossman, Mark McCahill

January 1995 **Proceedings of the first symposium on Virtual reality modeling language VRML '95**

Publisher: ACM Press

Full text available: pdf(8.38 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

16 A chemical collaboratory using Explorer EyeChem and the common client interface



Omer Casher, Henry S. Rzepa

May 1995 **ACM SIGGRAPH Computer Graphics**, Volume 29 Issue 2

Publisher: ACM Press

Full text available: pdf(468.29 KB) Additional Information: [full citation](#), [index terms](#)

17 The case for design using the World Wide Web



Mário J. Silva, Randy H. Katz

January 1995 **Proceedings of the 32nd ACM/IEEE conference on Design automation DAC '95**

Publisher: ACM Press

Full text available: pdf(100.42 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

18 CAIS: collaborative asynchronous inspection of software



Vahid Mashayekhi, Chris Feulner, John Riedl

December 1994 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 2nd ACM SIGSOFT symposium on Foundations of software engineering SIGSOFT '94**, Volume 19 Issue 5

Publisher: ACM Press

Full text available: pdf(1.55 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Many software engineering tasks have a synchronous component that requires the participants to assemble together at the same time and place. This approach is expensive in terms of traveling, scheduling and human resources. Existing computer tools mitigate

these constraints by adding structure to the meeting, providing on-line document support, and distributing the participants over geographic boundaries. The constraint remains, however, that all participants participate at the same timeWe propos ...

Keywords: asynchrony, collaboration, computer-supported cooperative work, concurrent software engineering, notification, software inspection

19 Getting it across: layout issues for kiosk systems



Jan Borchers, Oliver Deussen, Clemens Knörzer

October 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 4

Publisher: ACM Press

Full text available: [pdf\(709.40 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

A clear and appealing screen layout is crucial to the success of on-line kiosk systems, public terminals that are connected to a network. This paper addresses the problem of developing such a layout, and provides several guidelines, drawn from traditional typography and Gestalt psychology as well as from hypertext authoring, and human-computer interaction. To identify how a kiosk system's primary task influences optimal layout, kiosk systems are classified into four basic types. The usability of ...

20 The roles of digital libraries in teaching and learning



Gary Marchionini, Hermann Maurer

April 1995 **Communications of the ACM**, Volume 38 Issue 4

Publisher: ACM Press

Full text available: [pdf\(247.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Libraries have long served crucial roles in learning. The first great library, in Alexandria 2,000 years ago, was really the first university. It consisted of a zoo and various cultural artifacts in addition to much of the ancient world's written knowledge and attracted scholars from around the Mediterranean, who lived and worked in a scholarly community for years at a time. Today, the rhetoric associated with the National/Global Information Infrastructure (N/GII) always includes examples o ...

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